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MODERN WHIST

COMPILED FROM

"CAVENDISH"

♣

NEW-YORK
DICK & FITZGERALD

MODERN WHIST

WITH COMPLETE RULES FOR PLAYING

CONTAINING

AMERICAN LEADS, PLAY OF THE FIRST, SECOND, THIRD AND FOURTH HANDS, MANAGEMENT OF TRUMPS, LAWS OF THE GAME, ETC., ETC.

+

COMPILED FROM THE LATEST WORKS BY "CAVENDISH" ON THIS SUBJECT

BY

"TRUMPS."

NEW-YORK
DICK & FITZGERALD, PUBLISHERS
1892

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MODERN WHIST.

INTRODUCTION.

WHIST is rightly called the king of card games, inasmuch as it provides the fundamental principles of a large majority of those games which require a pack of cards for the elaboration of their distinctive objects and designs.

This treatise on the game of Whist is adopted entire from the fifteenth edition of the "American Hoyle", for which it was especially compiled.

It introduces all of the modern methods and usages which apply to the scientific game, mainly derived from the latest works of "Cavendish", who is now generally accepted as the leading authority in all that pertains to the game of Whist.

The most advantageous leads at the commencement of the game, as well as the modern system of "American Leads", are given in detail, and the best play of the second and third hands is critically analyzed and clearly explained by the aid of tables and card illustrations.

It affords the fullest information in regard to the latest legitimate and accepted methods of signalling between partners during the progress of the game, the best recognized rules for the management of the trump suit at all stages of the game, and the standard code of laws which regulate and govern the game under all contingencies.

This treatise, although condensed in form, contains concisely but fully all the instruction and information necessary to make an expert modern Whist-player.

WHIST.

Whist is played by four persons, with a pack of fifty-two cards, which rank as follows: Ace (highest), King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest. The four players divide themselves into two parties, each player sitting opposite his partner. The division is determined by cutting, the two highest and the two lowest being partners. (*See* Laws 16 to 19.)

Dealing.

The dealer delivers to each player in rotation, beginning with the player to his left, one card at a time until the whole pack is dealt out, thus giving each player thirteen cards. The last card (the trump card) is turned face upwards on the table, where it remains until it is the turn of dealer to play to the first trick; the dealer should then (before playing) take the trump card into his hand.

Playing the Hand.

When the deal has been completed, and the players have arranged their cards, the eldest hand leads any card he pleases, each player plays a card to the lead, and the highest card of the suit led wins the trick. Trumps win all other suits. Each player must follow suit if he can, but if not able to follow suit, he may play any card he chooses. The winner of the trick leads to the next, and so on, until the thirteen tricks are played. A second deal then occurs, the player to the left of the previous dealer having the deal, and so the game proceeds.

The laws which we herewith give are from the English Club code, and are in accordance with the usages of Short Whist.

THE LAWS OF WHIST.

The Rubber.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of five points. Each trick, above six, counts one point.

[Note.—Short Whist is not much played in the United States. Seven-point Whist is the popular game here, that is, seven points up without scoring honors.]

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke (*see* Law 72) takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

Cutting.

13. The Ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

Formation of Table.

16. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four

who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

Cutting Cards of Equal Value.

18. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Cutting Out.

20. At the end of a rubber, should admission be claimed by any one or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

Entry and Re-entry.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the

prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

Shuffling.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut (*see* Law 34), or when a new deal (*see* Law 37) has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player after shuffling must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

The Deal.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,* or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player whose duty it is to cut has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards he loses his deal.

A New Deal.

37. There must be a new deal †—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

* After the two packets have been reunited, Law 38 comes into operation.

† *i. e.* The same dealer must deal again. (*See* also Laws 47 and 50.)

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.

43. A misdeal loses the deal.

44. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other three less than thirteen.

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touches the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber: that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

The Trump Card.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;* a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.†

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

* Any one may inquire what the trump suit is, at any time.

† In the manner described in Law 55.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

Cards Liable to be Called.

56. All exposed cards are liable to be called, and must be left * on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table. The following are exposed † cards:

I. Two or more cards played at once.‡

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,§ or lead one which is a winning card as against his adversaries, and then lead again,‖ or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: They cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

* Face upwards.

† Detached cards (*i. e.*, cards taken out of the hand, but not dropped) are not liable to be called unless named (*see* Law 60). It is important to distinguish between exposed and detached cards.

‡ If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

§ And then lead without waiting for his partner to play.

‖ Without waiting for his partner to play.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them † to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them ‡ has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated § until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or not Played to a Trick.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the

* *i. e.* The first time that side obtains the lead.

† *i. e.* The penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

‡ *i. e.* Whichever of them next first has the lead.

§ At every trick.

surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. (*See* also Law 46.) If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

The Revoke.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit. (*See* also Law 61.)

72. The penalty for a revoke—

I. Is at the option of the adversaries, who at the end of the hand may either take three tricks from the revoking player,* or deduct three points from his score, or add three to their own score.

II. Can be claimed for as many revokes as occur during the hand.

III. Is applicable only to the score of the game in which it occurs.

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score—*e. g.*, the claimants two, their opponents nothing; the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted,—*i. e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player, or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks. (*See* Law 77.)

* And add them to their own.

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick, in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult; but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.*

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*See* Law 61.)

Calling for New Cards.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right; † and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

* In the manner prescribed in Law 72. † To demand any penalty.

[NOTE.—This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.]

85. Any one during the play of a trick, or after the four cards are played, and before but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose * the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them:

Two packs of cards are invariably used at Clubs; if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.†

* *i. e.* Refrain from winning.

† The question, "Who dealt?" is irregular, and if asked should not be answered.

A player who desires the cards to be placed, or who demands to see the last trick,* should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versâ*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

TECHNICAL TERMS.

ANTE-PENULTIMATE CARD.—The lowest card but two of a suit.

ASKING FOR TRUMPS.—(*See* Signal for Trumps.)

COMMAND.—You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands (as would probably be the case if you had Ace, King, Queen, and two others), the command is *complete;* if not, it may be only *partial* or temporary.

Commanding cards are the cards which give you the command.

DISCARD.—The card you throw away when you have none of the suit led, and do not trump it. In the modern game, your first discard should be from a short or weak suit.

DOUBTFUL CARD.—A card of a suit of which your partner *may* have the best.

ESTABLISH.—A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by "clearing" away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries' hands, but also your partner's, must be cleared from the obstructing cards.

* Or who asks what the trump suit is.

FALSE CARD is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand; as, for example, following suit with the highest or middle card of a sequence, or throwing away other than your lowest card.

FINESSING is an attempt by the third player to make a lower card answer the purpose of a higher (which it is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having Ace and Queen of your partner's lead you *finesse* the Queen, hoping the fourth player may not hold the King. Or, if your partner leads a Knave, and you hold the King, you may *finesse* or *pass* the Knave, *i. e.*, play a small card to it, under the hope that it may force the Ace.

FORCED LEAD.—Leading from a weak suit, having no strong one to lead from.

FORCING means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

HOLDING UP is refusing to play the winning card in the first and second rounds of a suit.

INDIFFERENT CARDS.—The reverse of commanding cards.

LEADING THROUGH or UP TO.—If you play first you are said to lead *through* your left-hand adversary, and *up to* your right-hand adversary.

LONG CARDS are cards remaining in one hand when all the rest of that suit have been played.

LONG SUIT.—One of which you hold more than three cards. (*See* Strong Suit.)

LOOSE CARD means a card in hand of no value, and consequently the fittest to throw away.

LOVE.—No points to score. Nothing.

MASTER CARD or BEST CARD.—This means the highest card of the suit in at the time. Thus, if the Ace and King were out, the master card would be the Queen.

PENULTIMATE CARD.—Lowest but one of a suit, the next before the lowest. (*See* Ante-Penultimate.)

RE-ENTRY.—A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

RENOUNCE.—When a player has none of the suit led, he is said to renounce that suit.

REVOKE.—If he fails to follow suit when he *has* any of the suit, he *revokes* and incurs a serious penalty.

SEESAW (or SAW) is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hands.

SEQUENCE.—Any number of cards in consecutive order, as King, Queen, and Knave. The Ace, Queen, and Ten would form a sequence if the King and Knave were out.

A tierce is a sequence of three cards; a quart, of four; and a quint, of five.

A *head sequence* is one standing at the head of the suit in your hand, even though it may not contain the best card.

A *subordinate sequence* is one standing lower down.

An *intermediate sequence* is when you hold cards both higher and lower.

SIGNAL FOR TRUMPS.—Throwing away, unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

SINGLETON.—Having one card only in a suit.

STRENGTHENING PLAY.—This is getting rid of high cards in any suit, the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is best for the hand that is *longest* in the suit.

STRONG SUIT.—"Cavendish" says: "A suit may be strong in two distinct ways: 1. It may contain more than its proportion of *high* cards. For example, it may contain two or more honors, one honor in each suit being the average for each hand. 2. It may consist of more than the average *number* of cards, in which case it is *numerically* strong. Thus a suit of four cards has *numerical* strength; a suit of five cards great numerical strength. On the other hand, a suit of three cards is numerically weak."

TENACE.—The best and third best card left in any suit, as Ace and Queen, which is the major tenace. If both these cards have already been played, the King and Knave then become the tenace in the suit, and so on.

UNDERPLAY is *keeping up* the winning card, generally in the second lead of a suit, by leading a low card through the best. (*See* Holding Up.)

The gentleman who writes under the *nom de plume* of "Cavendish", and who has perhaps produced the best work on the game, gives the following general principles for playing the different hands:

LEADS AT WHIST.

The considerations that determine the most advantageous card to lead at the commencement of a hand differ from those which regulate the lead at other periods; for at starting the Doctrine of Probabilities is the only guide; while as the hand advances each player is able, with more or less certainty, to draw inferences as to the position of some of the remaining cards. The number of the inferences, and the certainty with which they can be drawn from the previous play, constantly increase, so that it not unfrequently happens that towards the termination of a hand the position of every material card is known.

Leads from Strong Suits.

1. Lead originally from your strongest suit.

2. Strong suits are of two kinds: (*a*) suits which contain more than the average of high cards; (*b*) suits which contain more than the average number of cards.

Example.—A suit containing more than one honor, but less than four cards, as, Ace, King, and one small card, represents the former kind of strength. A suit of four or more small cards, as Nine, Seven, Four, Two, represents the latter kind of strength.

3. A suit which combines both kinds of strength is the most eligible for the original lead. But,

4. Failing this, the second kind of strength is generally to be preferred.

5. In the first round of your strong suit, lead as directed in the Table of Leads; and when you or your partner holds the thirteenth trump, lead plain suits as directed for trumps in the Table.

Leads after the First Round of a Strong Suit.

6. Avoid changing from one suit to another. And,

7. If you continue your strong suit, lead, on the second round, as directed in the Table of Leads. When no second lead is given, lead the winning card if in hand; the second best, if both second and third best are in hand; otherwise the lowest. (*See* American Leads.)

Returned Leads.

8. Return your partner's lead, unless (*a*) you have won the first trick in it cheaply, or (*b*) you have a good suit of your own,

which combines both kinds of strength (*see* Rules 2 and 3); or (*c*) you are strong enough in trumps to lead them (*see* Rule 11).

9. Return the higher card if you have but two of the suit in your hand when you return it; the lowest, if more than two; except (*a*) you hold the winning card, when you return it irrespective of number; or (*b*) you hold the second and third best cards and one small one, when you return the second best.

10. If, as sometimes happens, you are forced to return an adversary's lead, lead up to a weak suit in the fourth hand, rather than through a strong suit in the second hand.

Trump Leads.

11. You are generally strong enough to lead trumps when (*a*) you hold five trumps; or (*b*) you have or your partner has an established suit and you hold four trumps.

12. Lead the card directed in the Table of Leads, which sometimes differs from the card led in plain suits. Also the turn-up card may affect the lead. Thus, from King, Queen, Knave, etc., an honor is led. But, if partner has turned up Ace or Ten, lead a small trump from this combination; and so on, for all similar cases.

13. When your partner leads trumps, return the suit (without regard to Rule 8, *b*).

14. When leading trumps in response to your partner's call (*see* Management of Trumps), lead the highest of three, the lowest of more than three; except, lead the Ace, irrespective of number in suit.

Leads from Weak Suits.

15. A weak suit is only to be led when the indications from the previous fall of the cards have shown that perseverance in your own, or in your partner's strong suit, is not desirable.

16. When obliged to open a suit which contains at most three cards, lead the highest (except as otherwise directed in the Table of Leads); and, if you lead the suit again, continue as a rule with the next highest.

17. When choosing a weak suit to lead from, (*a*) do not lead the suit from which your partner first threw away—except the adversaries have the command of trumps (*see* Discarding); (*b*) nor the suit from which your left-hand adversary first threw away; (*c*) nor the suit which your right-hand adversary first led, or from which he has refrained from throwing away. And,

18. Failing any such indications, lead your strongest weak suit.

TABLE OF LEADS.

[NOTE.—The leads given in the following table presuppose the score of love-all; and in the case of strong suits, the original lead of the hand. The state of the score and the previous fall of the cards may cause variations which cannot be tabulated.]

STRONG SUITS HEADED BY ACE.

From

Ace, King, Queen, Knave, and one or more small (including the Ten as a small card). Lead Knave, then Ace, with five in suit; Knave, then King, with six in suit; Knave, then Queen, with more than six.

With a partner who might trump a Knave first led, begin with Ace.

From

Ace, King, Queen, Knave, without small. Lead King, then Knave.

From

Ace, King, Queen, and more than one small. Lead Queen, then Ace, with five in suit; Queen, then King, with more than five.

With a partner who might trump a Queen first led, begin with Ace.

From

Ace, King, Queen, and at most one small. Lead King, then Queen.

From

Ace, King, and at least three small. Lead Ace, then King.

In trumps, lead fourth best, if an American leader; if not, lowest. Except, with more than six in suit, lead Ace, then King.

From

Ace, King, and at most two small. Lead King, then Ace.

In trumps, lead lowest.

From etc.

Ace, King, Knave, etc. Lead Ace, with more than four in suit; King, with four.

Unless intending to change the suit, and to finesse Knave on the return, when lead King, irrespective of number in suit.

From etc.

Ace, Queen, Knave, Ten, with or without small (including the Nine as a small card). Lead Ace, then Ten.

On the third round, lead Queen with four in suit; Knave with more than four in suit originally.

From

Ace, Queen, Knave, and at least two small. Lead Ace, then Knave.

From

Ace, Queen, Knave, and at most one small. Lead Ace, then Queen.

From

Ace, and at least four small. Small cards include all combinations of any denomination lower than those already specified. Lead Ace, then original fourth best, if an American leader; if not, Ace, then lowest.

In trumps, lead fourth best, if an American leader; if not, lowest.

Except, with more than six in suit, lead Ace, then original fourth best, if an American leader; if not, Ace, then lowest. And,

In trumps, from Ace, Queen, Ten, etc., if Knave is turned up to your right, lead Queen, with any number of trumps less than seven.

From

Ace, and at most three small. Small cards include all combinations of any denomination lower than those already specified. For example, they include Ace, Queen, Ten, Nine; Ace, Knave, Ten, Nine, and so on. Lead lowest.

Weak Suits Headed by Ace.

From

Ace, King, only. Lead Ace.

From all combinations of Ace and one other. Lead Ace.

If two tricks must be made in the suit, to win or save a particular point, it is sometimes right to lead the low card.

From

Ace and two others (one of the others not being the King, or the two others not being Queen and Knave). Lead lowest.

Except partner has indicated strength in the suit, when lead Ace, then next highest.

Strong Suits Headed by King.

From

King, Queen, Knave, Ten, and one or more small (including the Nine as a small card). Lead Ten.

If the Ten wins, then King, with five in suit; Ten, then Queen, with six in suit; Ten, then Knave, with more than six.

If the Ten does not win, then Queen, with five in suit; Ten, then Knave, with more than five.

From

King, Queen, Knave, Ten, without small. Lead King, then Ten.

From

King, Queen, Knave, and at least two small. Lead Knave, then King, with five in suit; Knave, then Queen, with more than five.

From

King, Queen, Knave, and at most one small. Lead King, then Knave.

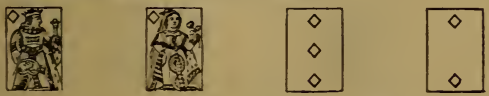
From

King, Queen, and at least three small. Lead Queen.

When Queen wins, continue with the fourth best *remaining in hand*, if an American leader; if not, continue with lowest.

In trumps, the same, if one of the small cards is the Ten; or, with more than six trumps.

Without the Ten, or with less than seven trumps, lead fourth best, if an American leader; if not, lowest.

From 

King, Queen, and at most two small. Lead King.

In trumps, the same, if one of the small cards is the Ten; if not, lowest.

From etc.

King, Knave, Ten, Nine, with or without small (including the Eight as a small card). Lead Nine.

If the Nine wins, then Knave, with four in suit; Nine, then Ten, with more than four.

If the Nine forces Queen, or both Queen and Ace, then King, with four in suit; Nine, then Knave, with five in suit; Nine, then Ten, with more than five.

If the Nine forces Ace, but not Queen, lead King after Nine.

On the third round, with only four originally, lead Knave; with more than four, lead Ten.

From etc.

King, Knave, Ten, and one or more small. Lead Ten.

If the Ten wins, then lowest. If the Ten forces Queen, or both Queen and Ace, then King, with four in suit; Ten, then Knave, with more than four.

From etc.

King, and three or more small. Small cards include all combinations of any denomination lower than those already specified. Lead fourth best, if an American leader; if not, lowest. And,

In trumps, from King, Knave, Nine, etc., if Ten is turned up to your right, lead Knave.

Weak Suits Headed by King.

From

King, Queen, with or without one small. Lead King.

If the King wins, then lowest.

Except partner has indicated strength in the suit, when lead King, then Queen.

From King, Knave, Ten only. Lead Ten.

Except partner has indicated strength in the suit, when lead King, then Knave.

From King and two others (one of the others not being the Queen). Lead lowest.

Except partner has indicated strength in the suit, when lead King, then next highest.

From King and one small. Lead King.

If it is important to give partner the lead at once, it is sometimes right to lead the low card.

STRONG SUITS HEADED BY QUEEN.

From etc.

Queen, Knave, Ten, Nine, with or without small and (including the Eight as a small card). Lead Queen, then Nine.

On the third round, with only four originally, lead Knave; with more than four, lead Ten.

From

Queen, Knave, Ten, and at least two small. Lead Queen, then Ten.

From

Queen, Knave, Ten, and at most one small. Lead Queen, then Knave.

From

Queen, Knave, and at least two small. Lead fourth best, if an American leader; if not, lowest.

In trumps, from Queen, Knave, Nine, etc., if Ten is turned up to your right, lead Queen.

From

Queen, and at least three small. Lead fourth best, if an American leader; if not, lowest.

Weak Suits Headed by Queen.

From

Queen, Knave, with or without one small. Lead Queen, then Knave.

From Queen and two others (one of the others not being the Knave). Lead lowest.

Except partner has indicated strength in the suit, when lead Queen, then next highest.

From Queen and one small. Lead Queen.

Strong Suits Headed by Knave.

From etc.

Knave, Ten, Nine, Eight, with or without small (and including the Seven as a small card).

The lead depends on the practice of the second hand. If the second hand adopts the practice of passing with King or Queen, lead Eight, then Knave, with four in suit; Eight, then Ten, with five in suit; Eight, then Nine, with more than five.

If the second hand adopts the practice of covering Knave led, when he holds King, or Queen, with one or two small, lead Knave, then Eight.

On the third round, with only four originally, lead Ten; with more than four, lead Nine.

In trumps, if King or Queen is turned up to your left, lead Knave.

From etc.

Knave, Ten, Nine, and one or more small. Lead fourth best, if an American leader; if not, lowest.

Unless the second hand adopts the practice of covering with King or Queen, and one or two small, when lead Knave, then Ten, with four in suit; Knave, then Nine, with more than four.

In trumps, if King or Queen is turned up to your left, lead Knave.

From

Knave, Ten, and at least two small; or, Knave, and at least three small. Lead fourth best, if an American leader; if not, lowest.

In trumps, from Knave, Ten, Eight, etc., if Nine is turned up to your right, lead Knave.

Weak Suits Headed by Knave.

From

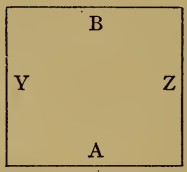
Knave, Ten, with or without one small. Lead Knave, then Ten.
From Knave and two small. Lead Knave, then next highest.
From Knave and one small. Lead Knave.

All Other Suits.

Lead fourth best of strong suits, if an American leader; if not, lowest. Lead highest of weak suits.

AMERICAN LEADS AT WHIST.*

In the following pages, A is the original leader; Y is the second player; B is the third player; and Z, the fourth player.



It is assumed that the leader's partner (B) is capable of drawing correct inferences from the card led. An original lead is also assumed (or at least a lead of the player's own choice, not dictated by the previous fall of the cards).

It is further assumed that the original lead is from the strongest suit, and that a strong suit consists of at least *four cards.*

Low Card Led.

The *first maxim* laid down by American Leads is:

When you open a suit with a LOW CARD, *lead your* FOURTH BEST.

Every suit, then, opened with a low card, whether of four or more cards, is treated as though the cards below the fourth best were not in the leader's hand; and, whatever low card is led, the third player can always place, in the leader's hand, *exactly* three cards higher than the one first led, as shown by the following tabulated example:

	Lead	
From Qn, 10, 8,	7	
" Qn, 10, 8,	7,	4
" Qn, 10, 8,	7,	4, 2
" Qn, 10, 8,	7,	etc., etc., etc.

The fourth-best card—in the above example the Seven—is sometimes called the *card of uniformity.*

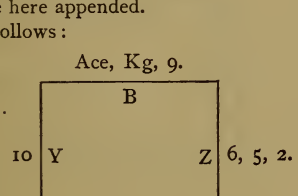
It is said that no advantage is gained by showing your partner

* The system of leading known as "American Leads" was originated by Mr. N. B. Trist, of New Orleans, and afterwards elaborated by "Cavendish" in his "Whist Developments". From the analysis of the system given in that book this article is freely compiled.

you hold six or seven cards of a suit. That, however, is not the point. What you do show, and what you want to show, is that you *invariably* hold *exactly* three cards, all higher than the one first selected.

Some examples of the practical working of the first maxim of American Leads are here appended.

The cards lie as follows:



First Trick.—A leads Seven (his fourth best); Y plays Ten; B plays King; Z plays Two.

B knows that A holds exactly three cards of the suit, all higher than the Seven.

B, having Ace and Nine himself, can mark Queen, Knave, Eight in A's hand. And what is most valuable, B knows *at once* that A has the entire command of the suit. This B did not know even after the second round, according to the other way of leading.

This knowledge may affect B's play. B may lead trumps in consequence of finding the command of the suit in A's hand; or he may lead his Ace to force Y (who cannot hold any more of the suit unless he is calling for trumps) with the certainty that Z will not remain with the command. So,

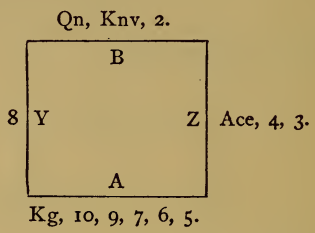
Second Trick (B to lead).—B leads Ace; Z plays Five (hence he cannot hold the Four); A plays Three; Y trumps.

B knows that A holds Queen, Knave, Eight, Four, of the suit. The only card he cannot place is the Six. If A held it, he would equally have begun with the Seven. The Six may be either in A's hand or in Z's.

The difference, then, as regards B's knowledge under the two systems is this: According to the present play B knows almost nothing about A's suit; according to the American play, B knows nearly everything. Especial attention is drawn to the fact that the most useful information (viz., that A has the command) can be im-

parted on the first round of the suit. If A had led the Three originally, his partner would have known next to nothing about his suit.

Another example. The cards lie thus:



FIRST TRICK.—A leads Seven; Y plays Eight; B plays Knave; Z plays Ace.

The only three higher cards to be accounted for are King, Ten, Nine, and B knows that A holds them all, and therefore that A has the command of the suit.

SECOND TRICK (A to lead).—A leads King; Y trumps; B plays Queen (that he may not block the suit, his partner being marked with Ten, Nine); Z plays Three.

A can place every card in the suit. Unless Z is calling, B has one card to give back, viz., the Two; for, if he held both Four and Two, he need not have got rid of the command on the second trick, and indeed would have been wrong to do so. Z having played the Three holds the Four single.

HIGH CARD LED
(*followed by low card*).

The *second maxim* laid down by American Leads may be thus stated:

When you open a strong suit with a HIGH CARD, *and next lead a* LOW CARD, *lead the* ORIGINAL FOURTH BEST; *ignoring in the count any high card marked in your hand.*

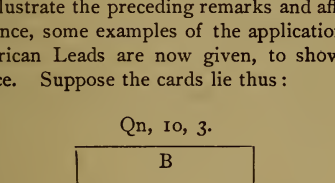
When Ace is led, from Ace and four or more small cards, according to the American play the second lead in these cases should be the *original fourth best*—the card which would have been selected if the suit had been opened with a small card. Whatever low card is led, the third player can always place in the leader's hand *exactly*

two cards higher than the one selected for the second lead, as shown by the tabulated example herewith given:

Lead		Then	
From Ace,	Knv, 9,	8,	7
" Ace,	Knv, 9,	8,	7, 5
" Ace,	Knv, 9,	8,	7, 5, 3
" Ace,	Knv, 9,	8,	etc., etc., etc.

This rule applies to the second round of the suit only. Some American Lead players have an idea that, for the sake of uniformity, the maxim should be made to apply to all cases where the head of the suit is quitted. Thus, having led King, Ace, from Ace, King, Six, Five, Three, they maintain that the third lead should be the Five (the original fourth best) and not the Three. But, after two rounds of a suit are out, the third lead depends so much on the previous fall of the cards that it does not seem advisable to lay down any absolute rule.

In order to illustrate the preceding remarks and afford a clear idea of their importance, some examples of the application of the second maxim of American Leads are now given, to show how the rule works in practice. Suppose the cards lie thus:



First Trick.—A leads Ace; Y plays Four; B plays Three; Z plays Five.

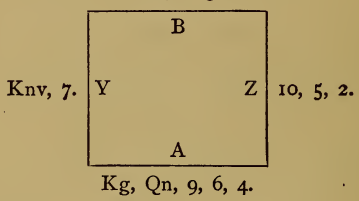
Second Trick.—A leads Eight (his original fourth best); Y plays King; B (holding Queen, Ten, is able to place Knave, Nine, in A's hand, therefore he) plays Queen; Z plays Six.

B knows that A holds Knave, Nine, Two (unless Y is calling for trumps). B can place every card in the suit except the Seven; and A's suit is freed, a possible gain of two tricks.

It will be seen from the example that the lead of the original

fourth best gives B the information that A commands the suit after the second round. This knowledge, which is of great importance, is often unattainable under the present method of continuing with the lowest.

Now take the case of King led, from King, Queen, when the King wins the trick. The cards lie thus:



First Trick.—A leads King; Y plays Seven; B plays Three; Z plays Two.

Second Trick.—A leads Six; Y plays Knave; B plays Ace; Z plays Five.

Queen, with either Ten or Nine, and the Four, are marked in A's hand. In either case A has the entire command of the suit.

The above example is inserted, as it is at present the practice to lead King originally from King, Queen, and any number of small cards.

When Ten is led from King, Knave, Ten, and the Ten wins the trick, with good players the Ace must be in the second hand and the Queen in the third, or both Ace and Queen must be in the third hand. Anyhow B must hold Queen, and may hold Ace also.

It is, therefore, of but little importance which of his small cards A leads after the Ten.

High Card Led

(*followed by high card*).

Readers of these pages are supposed to know the ordinary leads. But for the benefit of those who are not familiar with the mode of leading from high cards, the following table of leads is subjoined:

American Leads leave the above as they are at present. (See Table of Leads, No. II.)

It will be observed that in some cases the higher of two cards is led, on the second round, when the suit consists of only four cards;

but that when it consists of more than four cards, the lower of two high cards is led on the second round.

TABLE OF LEADS, No. I.

(When no qualification is stated the lead is the same, irrespective of the number or value of the lower cards in the suit.)

FROM	LEAD
Ace, Kg, Qn, Knv (trumps)	Knv, then Ace
Ace, Kg, Qn, Knv (plain suits)	Kg, then Knv
Ace, Kg, Qn (trumps)	Qn
Ace, Kg, Qn (plain suits)	Kg, then Qn
Ace, Qn, Knv, 10	Ace, then 10
Ace, Qn, Knv (more than one small)	Ace, then Knv
Ace, Qn, Knv (one small)	Ace, then Qn
Kg, Qn, Knv, 10	10
Kg, Qn, Knv (more than one small)	Knv
Kg, Qn, Knv (one small)	Kg, then Knv
Kg, Knv, 10, 9	9
Kg, Knv, 10	10
Qn, Knv, 10, 9	Qn, then 9
Qn, Knv, 10 (more than one small)	Qn, then 10
Qn, Knv, 10 (one small)	Qn, then Knv
Knv, 10, 9, 8 (trumps)	Knv, then 8
Knv, 10, 9 (more than one small, trumps)	Knv, then 9
Knv, 10, 9 (one small, trumps)	Knv, then 10

Refer, for instance, to Ace, Queen, Knave, where Ace is followed by an honor. With four of the suit, Ace, then Queen is led; with more than four, Ace, then Knave. The reason is, that if partner remains with King and one small one after the first lead, the leader, holding five or more originally, desires the King to be played to the second trick, so that his suit may not be blocked. But, if the leader had only four originally, he cannot afford to let the second trick be won twice over, as then there is a much greater chance that the eventual command will remain against him.

It follows that, if A leads originally Ace, then Queen, B will place Knave and one small one in the leader's hand; if A leads Ace, then Knave, B will place Queen and at least two small ones in A's hand.

So also if Queen is led originally. Say Ace is put on second hand. A now has the lead again. If he led from only four cards, he can-

not afford to waste his partner's singly guarded King, so he now leads the Knave. But if he holds two small cards in addition to the Knave and Ten, he wants B's King out of the way.

TABLE OF LEADS, NO. II.

FROM	No. in Suit.	LEAD. 1st.	2d.	3d.
Ace, Kg, Qn, Knv (trumps)	5	Knv	Ace	Qn
Ace, Kg, Qn, Knv (trumps)	4	Knv	Ace	Kg
Ace, Kg, Qn, Knv (plain suits)	5	Kg	Knv	Qn
Ace, Kg, Qn, Knv (plain suits)	4	Kg	Knv	Ace
Ace, Kg, Qn (trumps)	5	Qn	Kg	
Ace, Kg, Qn (trumps)	4	Qn	Ace	
Ace, Qn, Knv, 10	5	Ace	10	Knv
Ace, Qn, Knv, 10	4	Ace	10	Qn
Ace, Qn, Knv and small	5	Ace	Knv	
Ace, Qn, Knv and small	4	Ace	Qn	
Kg, Qn, Knv, 10	5	10	Knv*	
Kg, Qn, Knv, 10	4	10	Qn*	
Kg, Qn, Knv, 10	5	10	Qn†	
Kg, Qn, Knv, 10	4	10	Kg†	
Kg, Qn, Knv	6	Knv	Qn	
Kg, Qn, Knv	5	Knv	Kg	
Kg, Knv, 10, 9	5	9	Knv‡	
Kg, Knv, 10, 9	4	9	Kg‡	
Kg, Knv, 10	5	10	Knv‡	
Kg, Knv, 10	4	10	Kg‡	
Qn, Knv, 10, 9	5	Qn	9	10
Qn, Knv, 10, 9	4	Qn	9	Knv
Qn, Knv, 10	5	Qn	10	
Qn, Knv, 10	4	Qn	Knv	
Knv, 10, 9, 8 (trumps)	5	Knv	8	9
Knv, 10, 9, 8 (trumps)	4	Knv	8	10
Knv, 10, 9 (trumps)	5	Knv	9	
Knv, 10, 9 (trumps)	4	Knv	10	

* If 10 forces Ace. † If 10 wins the first trick.
‡ If Queen or Queen, Ace are out.

All that American Leads propose, when a high card is led, is to make the rule constant by extending it to other cases. Thus: with

King, Knave, Ten, the Ten is led. If the Ten forces the Ace, and A gets the lead again, he has no alternative but to go on with the King, as his high cards are not of indifferent value. Consequently no information can be given as to the number of cards led from. But suppose the Ten forces the Queen, or both Queen and Ace, and that A obtains the lead and desires to continue his suit. His King and Knave are high indifferent cards, both marked in his hand, and it is, in one sense, immaterial which of them he leads. But he may as well tell his partner whether he led from four cards originally, or from more than four. This he can do by pursuing the uniform plan of selecting, on the second round, the higher of his two indifferent cards, viz., the King, when he remains with King, Knave, and only one small one; or, by selecting the lower of his two indifferent cards, viz., the Knave, when he remains with King, Knave, and more than one small one, just as he would, for example, in the case of a lead from Queen, Knave, Ten. To know whether your partner led from King, Knave, Ten, four in suit, or from King, Knave, Ten, more than four in suit, may be of great value, especially in trumps. Hence the *third maxim* of American Leads is necessarily as follows:

With two high indifferent cards lead THE HIGHER *if you opened a* SUIT OF FOUR; THE LOWER *if you opened a* SUIT OF FIVE.

The Table No. II., on page 36, sums up the treatment of suits when a high card led is followed by a high card. Those who are familiar with the leads given in Table I., as all Whist players ought to be, need only pay attention to the additional matter.

The cases in which a third lead is entered are those in which the first two leads only show the *strength of the sequence.* In these cases *the length of the suit* is determined by the card selected for the third hand.

THE MANAGEMENT OF TRUMPS.

Trump Led Originally.

The selection of card, when a trump is led originally, is the same as in plain suits, subject to the variations when leading from high cards, pointed out in the Table of Leads, and to the value of the turn-up card.

Those who use common sense hardly require to be told that with such a suit as Queen, Knave, Nine, Eight, Two, if partner turns up Ace, King, Ten, or Seven, the leader should begin with the Two, and not with his fourth best. It is equally obvious that with Ace, Queen, Knave, and small, Ten turned up by partner, the leader

should open with a small one; or that, with Ace, Queen, Ten, and small, Knave turned up to the leader's right, the first lead should be the Queen; and so on for other combinations, the principal of which will be found in most books on Whist.

Low Trump Led After a Force.

When the player forced holds only four trumps, he trumps with his fourth best. If he then leads a low trump, he goes on with his lowest remaining card. Thus, with Ace, King, Six, Two, he would trump with the Two and lead the Six, unless desirous of getting out two or three rounds of trumps at once.

When the player forced holds five trumps, he takes the force with his fourth-best card. If he next leads a low trump, he continues with his lowest. Three more trumps, all higher than the one with which he took the force, are now marked in his hand.

When the player forced holds six trumps, he should still take the force with the fourth-best card. He now remains with five trumps. If he next leads a low trump, he should lead the fourth best of these five. Three trumps higher than the one used to trump with are marked in his hand, with the chance of his also holding a lower card than the one led.

The rule of taking the force with the fourth best, holding more than four trumps, is subject to a rather large exception. When the fourth-best trump is of such value that taking the force with it may imperil a trick later on, it must be reserved. For instance, with such cards as King, Knave, Nine, Eight, Three, a careful player would rightly trump with the Three and lead the Eight. For the time, partner is not informed as to the number of trumps held.

High Trump Led After a Force.

When, after a force, the player holds such high trumps that he has to open the suit with a high card, he leads according to the number of trumps he now holds, not according to the number originally held.

Take the case of four trumps, one of which has been used for trumping. From Queen, Knave, and two small ones the fourth best is led; from Queen, Knave, and one small one Queen is led. Hence, a player holding Queen, Knave, and two small ones, and having been forced, should lead the Queen.

With five trumps, the player who has been forced, and who then

leads a high card, treats the suit as though he held only four originally. For example: with Ace, Queen, Knave, and two small ones, one having been made use of in trumping Ace, then Queen (not Knave) should be led.

The foregoing instructions assume that the trump lead is of the leader's own motion. If, for instance, his partner had called for trumps, he would follow the ordinary book rule, viz., with three trumps, trump with lowest, and lead highest; with four trumps, echo with penultimate and lead from highest downwards; with five trumps, echo with penultimate and lead lowest, except with Ace, when that card is led irrespective of number.

THE ELEVEN RULE.

To ascertain the number of cards, superior to the fourth best led, that are out against the leader, deduct the number of pips on the fourth-best card from *eleven*, and the remainder will give the number of higher cards.

PLAY OF SECOND HAND.

Low Card Led Originally.

1. Play your lowest card second hand.

It is an even chance that your partner has a higher card than the third player. You can therefore leave the trick to the third or fourth hand, without loss, and keep in your own hand any high cards you may hold over the original leader.

2. If, however, you hold certain combinations of high cards, second hand, it is in some cases advisable to play one of the high cards.

Example.—The second hand holds Queen, Knave, and a small card of the suit led. In plain suits, Ace or King must be in the third or fourth hand. Suppose the Ace is in the fourth hand, and the King in the leader's hand. If you play the Knave you win the trick, and your partner still retains the Ace. If you play the small card, it is about an even chance that your partner's Ace will be forced out, and that the King will win the second trick in the suit.

On the other hand, it is possible that the lead may have been from a long suit of small cards, and that the King is in the third hand, and the Ace in the fourth. In that case, you probably lose a trick by putting on the Knave, second hand.

It has been found by calculation, and by practical experience, that, when a small card is led, and you, second hand, hold Queen, Knave, and a small one, you will gain oftener than you will lose by playing the Knave. All other combinations of high cards, second hand, have been similarly considered, and their practical outcome is given in Table of Play of Second Hand (pp. 43, etc.).

The doubtful case is that of King and one small card, second hand. The most approved practice is to follow the general rule, and to play the low card.

3. An exception to playing the lowest, second hand, if holding one high card, unsupported by another, is when you deem it advisable to grasp at an opportunity of obtaining the lead at once. This can only happen owing to special circumstances of the hand; for these, no rule can be laid down.

Medium Card Led Originally.

4. It is to be assumed that the original lead is from a suit of four or more cards, and that when, say, a Nine, Eight, or Seven is led, the leader holds three cards higher than the one led. (*See* Table of Leads.) You should vary your play, second hand, so as to avail yourself of this assumption.

Example.—The original lead is an Eight. You, second hand, hold King, Knave, Nine, and a small card of the suit. If the Eight is a true lead, the eldest hand must hold three higher, viz., Ace, Queen, Ten. Therefore, you should not play your lowest card, second hand, but should cover the Eight with the Nine.

5. It follows that, in all instances, when you hold the dovetailing cards which complete an ascending sequence, you should cover the card led with the lowest which completes the sequence. To take an extreme example: The original lead is a Six. You hold Ace, Queen, Knave, Eight, Seven, second hand. If you can depend on an original lead from four cards, the leader must hold King, Ten, Nine. You should therefore play the Seven. (For various cases, *see* Table of Play of Second Hand, pp. 43, etc.)

The same applies to Ace led, followed by a medium card. If the eldest hand is an American leader, you know that he holds two cards higher than the medium card now led, and you should cover or pass accordingly. Thus: Ace is led; you play Five; the third hand plays Two; your partner plays Nine. Seven is next led. You, second hand, remain with King, Knave, Eight. You should play the Eight, as the leader must hold Queen and Ten.

If not an American leader, and the Six had been led, your play would be the same, as then the leader holds three cards higher than the Six.

High Card Led Originally.

6. When a Ten, or an honor, is led originally, and you, second hand, hold a card or cards higher than the one led, you ought to know, in nearly all cases, what combination of high cards the leader holds. (*See* Table of Leads.) Your play will often depend on this knowledge.

Example.—Ten is led originally. You, second hand, hold Ace, Queen, and small. It is morally certain that the lead was from King, Knave, Ten, etc. You should, therefore, play the Queen. (For other cases, *see* Table of Play of Second Hand, pp. 43, etc.)

7. If an honor is led, and you hold the Ace, put it on, second hand.

8. If an honor is led, and you hold a higher honor, not the Ace, play your lowest card, second hand.

The play, if the second hand holds an honor and only *one or two* small cards, is disputed. Thus, if Queen is led, and the second hand holds King and one or two small cards, some players cover with the King. It can, however, be shown by calculation, that the more advantageous course is to pass.

Second Round of a Suit.

9. The play of the second hand depends mainly on the fall of the cards in the first round, as the following examples will show:

Example 1.—On the first round a small card is led. You, holding King, Ten, and a small card, play the small one. Third hand plays the Queen. He, therefore, does not hold the Knave, the rule being to play the lowest of cards of equal value, or in sequence. (*See* Table of Leads.) Your partner wins with the Ace. On the second round of the suit, another small card is led through you. You, knowing that the Knave is not in the third hand, play the Ten.

If you could not tell the position of the Knave, you would generally be right to play the King (the winning card) on the second round. (*And, see* Rule 10, p. 42.)

Example 2.—On the first round a small card is led. You, holding Nine and two small ones, play the lowest. The third hand plays the Ten, which your partner wins with the Knave. The Ten is, therefore, the highest card of that suit in the third hand. (*See* Table

of Leads.) If, on the second round of the suit, a card smaller than the Nine is led through you, you should put on the Nine.

Example 3.—On the first round of a suit, you play a high card, as instructed by the Table (pp. 43, etc.), and win the trick. If led through on the second round, you should generally play your next highest. Thus: With Queen, Knave, and one small card, you play the Knave, and win the trick. If a small card of the suit is led through you a second time, you should play the Queen.

10. When a medium or high card is led through you originally, you will generally know, on the second round, what other high cards the leader holds in the suit, and sometimes, whether those he does not hold are in the third hand or in the fourth hand. If you remain with a high card and a low card, you will generally be able to decide which of them to play by making use of this knowledge. And,

11. Failing indications to the contrary, play the winning card on the second round; do not play the second-best card; and, not holding the winning card, play your lowest as a rule.

In trumps, with the winning trump on the second round, and good cards in plain suits, and not being desirous of stopping the trump lead, it is sometimes advisable to pass.

Returned Leads.

12. When a suit originally led up to you, fourth hand, is returned through you, you become second hand on the second round of the suit. The rules given for the second hand, in the case of a suit led through the same player twice, do not now apply. The general rule of play is simple. Holding the winning card, play it; holding high sequence cards, generally play the lowest of them; and otherwise play lowest.

Leads Late in a Hand.

13. When a forced lead is made, the card led is generally the highest in the leader's hand. It therefore behooves you, as second hand, to do one of two things: (*a*) either to play your lowest, leaving the chance of the first trick to your partner; or (*b*) to play the winning card, or the lowest of two or more high sequence cards. No general rule can be laid down.

Playing to the Score.

14. Late in a hand, you should bear in mind how many tricks are required to win or save the game, or a point, and should play accord-

ingly. The simplest case is where one trick is required. Thus: With Ace, Queen, Knave, second hand, the lead being from a strong suit, the usual play is the Knave. But, only wanting one trick, you should, of course, play the Ace.

When not Able to Follow Suit.

15. Your play, second hand, depends on your strength in trumps. If strong in trumps, you should pass a card of a suit of which your partner may hold the highest; if weak, the best use to which you can put your trumps is to make tricks by trumping, unless you are certain that your partner can win the trick.

TABLE OF PLAY, SECOND HAND.

Note 1.—With stronger sequence cards than those tabulated, the second hand plays the lowest of the sequence. Thus:—With Ace, King, etc., he plays King; with Ace, King, Queen, etc., he plays Queen; and so on.

Note 2.—Obvious variations on account of the turn-up card are neglected. Thus:—With Ace, King, etc., Queen turned up, play lowest.

Note 3.—When calling for trumps, play the card next higher than the one indicated in the Table, if of indifferent value.

Suits Headed by Ace.

Leader.	Second Hand's Cards.			Play.
Any card.			etc.	King.

In trumps, with Ace, King, and small, and not being desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

Leader.	Second Hand's Cards.			Play.
Card lower than Eight.			etc.	King.

If Eight is led originally, play Knave (*see* Rules 4 and 5, p. 40). And similarly, with Ace, King, Ten, play Ten on Eight led; and so on.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			etc.	Knave.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			etc.	Queen.

But play Ten *in trumps;* or *in plain suits* if strong enough in trumps to lead them; or with only three of the suit in hand.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any card except honor.			etc.	Lowest.

With five or more in suit, play lowest if strong enough in trumps to lead them; Queen if weak.

If Knave is led, play Ace.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			etc.	Lowest.

In trumps, play Ten.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Any card except honor.		and small.	Lowest.

If an honor is led, play Ace. But, *in trumps,* if not desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

Some players, with Ace, Knave, etc., pass the King led. It is

seldom good play to do so; but such play may sometimes be advisable towards the end of a hand, when the position of most of the remaining cards is known.

SUITS HEADED BY KING.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any card except Ace.			etc.	Queen.

In trumps, with King, Queen, and more than one small (excluding the Ten), and not being desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

In trumps, with King, Queen only, small card led, it is often advisable to play King.

If Knave is led originally, cover with Queen, *in trumps*. *In plain suits*, many players cover; but it can be shown by calculation that it is better to play lowest.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Card lower than Eight.			etc.	Queen.

If Eight is led originally, play Ten (*see* Rules 4 and 5, p. 40). And similarly, with King, Queen, Nine, play Nine on Eight led; and so on.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			etc.	Ten.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Card lower than Eight.			etc.	Lowest.

If Eight is led originally, play Nine (*see* Rules 4 and 5, p. 40). And similarly, with King, Knave, and small, play Knave on Nine led; and so on.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any card led.	and small.	Lowest.

But play King, with King and one small, if Nine is led; or, with King, Nine only, if Eight is led. In other cases, do not play King second hand, with King and one small one, unless desirous of obtaining the lead.

If Queen, or Knave, is led originally, many players, with King and two small, or with King and one small, cover the honor with the King; but it can be shown by calculation that it is better to play lowest.

In trumps, if a small card is led, and the leader, to your right, has turned up the Ace, play King, holding only King and one small. Also, if you have turned up the King, and have only one small, and a small trump is led through you, play King.

SUITS HEADED BY QUEEN.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	etc.	Ten.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	and one small.	Knave.

With Queen, Knave, and more than one small, play lowest.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Card lower than Nine.	and small.	Lowest.

If Ten or Nine is led originally, with Queen, and only one small, play Queen.

If Knave is led originally, many players, with Queen and two small, or with Queen and one small, cover with the Queen; but it can be shown by calculation that it is better to play lowest.

In trumps, if a small card is led, and the leader, to your right, has turned up Ace or King, play Queen, holding only Queen and one small. Also, if you have turned up the Queen, and have only one small, and a small trump is led through you, play Queen.

SUITS HEADED BY KNAVE.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	etc.	Nine.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	and one small.	Ten.

With Knave, Ten, and more than one small, play lowest.

SUITS HEADED BY TEN.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	and one small.	Nine.

With Ten, Nine, and more than one small, play lowest.

Some players, with Ten, Nine, and one small, play small. The advantage of playing the Nine is very slight, and Nine, followed by a small card, may be mistaken for a call for trumps by a partner who is in the habit of playing the small one.

Therefore it is not advisable to play the Nine, unless your partner is a player who adopts the same rule of play.

PLAY OF THIRD HAND.

Low Card Led Originally.

1. Play your highest, third hand.

You assume that your partner has led from his strongest suit, and, if the second hand plays a card you can beat, you, third hand, play either to win the trick, or to force out a high card from the fourth hand, in hopes of establishing your partner's suit.

2. The only exceptions are: (*a*) With Ace, Queen, you play Queen, third hand; and (*b*) with cards in sequence you play the lowest of the sequence.

High Card Led Originally.

3. You can only play properly by being familiar with the combinations from which a high card is led (*see* Table of Leads, pp. 22 to 29), and by applying this knowledge to the combinations you hold.

Example 1.—Ace, then Queen, is led. You held originally King and two small ones. You know your partner remains with Knave, and only one small card of his suit. You therefore play the small card to his Queen.

Example 2.—Ace, then Knave, is led. You held originally King and two small ones. You know your partner remains with Queen, and at least two small cards of his suit. You therefore play the King to his Knave so as to unblock his long suit.

Note.—There is a risk of losing the trick by playing the King, if the fourth hand does not follow suit to the Knave; but, in the opinion of the best judges, this risk ought to be run.

4. Your play, third hand, will often depend on the *number* of cards you hold in the suit led.

Example.—Ace, then Knave is led. You held originally King and three small ones. You play a small card to the Knave. If your partner goes on with the suit, you next play the King (even if the second hand trumps), so as to unblock the suit, of which you know your partner remains with Queen and at least one small card, and the command.

Unblocking.

5. When to unblock is a difficult point in the play. In order to understand it, you must bear in mind that your partner's object in leading from a strong suit, of four or more cards, is to make tricks with the long cards of it, should he have the lead after trumps are

out. If you retain *one* card of his suit, and that card is higher than the best he has remaining, you defeat his plans.

6. No short general rule can be given for unblocking. The Table of Play of Third Hand (pp. 50, etc.) includes many cases in which unblocking should be attempted. For others, not provided for in the Table, the following may serve:—Whenever you hold one or more high cards, and *one* low card, of a suit of which you have reason to believe your partner has the long cards, consider carefully, before playing, whether you should retain the one low card, and get rid of a possible blocking card. (*See* Examples, Rules 3 and 4, page 48.)

7. All unblocking play presupposes that your partner is correct in leads. With a partner who leads irregularly, the play of the third hand is often mere guess-work. Also, unblocking play seldom applies to the trump suit, as, even if that suit is blocked, the long trumps must make eventually.

When not Able to Follow Suit.

8. When an honor is led originally, and is not covered second hand, do not trump it, even if weak in trumps. When a Ten, or even a Nine, is led originally, and is not covered second hand, pass it as a rule, unless you are weak in trumps, and are desirous of obtaining the lead.

Second Round of a Suit.

9. When your partner returns the suit you led originally, your play, third hand, depends on (*a*) the fall of the cards in the first round; (*b*) the value of the card returned; and (*c*), when in doubt, on your strength in trumps.

Example 1.—You lead a small card from Ace, Knave, and two small ones. Your partner wins with the Queen, and returns a small card of the suit. You are now third player. It would be absurd to finesse the Knave, as the King cannot be in the hand to your right.

Example 2.—You lead a small card from Ace, Ten, and two small ones. Your partner wins with the King, and returns the Knave. If you are strong in trumps, pass it; if weak in trumps, play the Ace. And, as a general rule,

10. It is advisable, on the second round of a suit, to finesse against one card which may be to your right, if you are strong enough to lead trumps, should the finesse succeed.

11. When you are not the original leader, your play, third hand, on the second round of a suit, depends on (*a*) the previous fall of

the cards; (*b*) your knowledge of the combination led from; and (*c*) whether you desire to unblock.

Example 1.—Queen is led originally by your partner; taken fourth hand by the King. Your partner, on next obtaining the lead, leads Knave, showing that his suit consisted of at most four cards (*see* Table of Leads, pp. 22 to 29). You, remaining with Ace and one small one, should pass.

On the other hand, if your partner continues with the Ten, instead of the Knave, you should put on the Ace, in order to unblock, as your partner remains with Knave and at least two small cards (*see* Table of Leads, pp. 22 to 29).

Example 2.—You hold Ace, Queen, and a small one, of a suit of which your partner leads the Ten, originally. You, knowing the lead to be from King, Knave, Ten, etc., play the small one. Your partner continues with a small card. You should now play the Ace, not the Queen, as, if you retain the Ace, you block your partner's suit.

TABLE OF PLAY, THIRD HAND.

NOTE 1.—The Table assumes original leads from strong suits, as laid down in Table of Leads (pp. 22 to 29). The play of the third hand to forced leads depends on judgment, and cannot be tabulated.

NOTE 2.—The play of small cards to the first round is also assumed. If, in actual play, the third hand sees that he is practically in the position given in the Table, owing to the fall of high cards, or to his holding stronger cards than those mentioned, he should play accordingly.

ACE LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Queen.	and two or more small.	Small then small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Knave.	and two small.	Small then King.

If second hand does not follow suit to the Knave, play small.
With King, and more than two small, play small to Knave.
In trumps, play small to Knave, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Ten.	and two small.	Small then King.

If second hand does not follow suit to the Ten, still play King, even though second hand trumps.

With King, and more than two small, play small to Ten.

In trumps, play small to Ten, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Nine.	and two small.	Small then Queen.

If second hand plays King to the Nine, still play Queen.

If second hand does not follow suit to the Nine, play Queen; but, if second hand trumps, play small.

With Queen, and more than two small, play small to Nine.

In trumps, play small to Nine, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then honor or Ten.	None of the suit after Ace.	Small of weak plain suit.

Unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then any card.	and two small.	Small then Queen.

If second hand trumps the second card led, still play Queen. And, third round of the suit, play King.

With King, Queen, and more than two small, play small to Nine led after Ace.

In trumps, play Queen second round, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then any card.	and two small.	Small then Knave.

Even though second hand plays King.

And, whenever the third hand has four of the suit originally, and remains, on the second round, with two high cards and a low one, he should play as directed in this and the previous case.

When Ace is led originally, the third hand, with four of the suit, should begin to unblock on the first round. Thus: With King, Queen, Knave, and one small card, he should play the Knave to the Ace, and the Queen to the second round, even if the second hand trumps. For details of similar positions for unblocking with four of a suit, complete treatises must be consulted.

KING LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
King then Knave.	♣ and two or more small.	Small then small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
King then Ten.	♢ and two small.	Small then Ace.

If second hand does not follow suit to the Ten, still play Ace, even though second hand trumps.

With Ace and three small, continue to play small.

With Ace and more than three small, play small to three rounds, and win the fourth round with the Ace.

In trumps, play small, then small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
King then small.	and one small.	Small then Ace.

If second hand does not follow suit to the small card, play Knave.

With Ace, Knave, and more than one small, play Knave to the second round, unless trumped, when play small.

With Ace, Knave, only, *in plain suits*, play Knave to King led.

In trumps, with Ace, Knave only, take King with Ace, and return Knave.

LEADER.	THIRD HAND'S CARDS.	PLAY.
King.	None of the suit.	Small of weak plain suit.

Unless second hand plays Ace.

QUEEN LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	♡ and one small.	King and lead Ace.

If second hand does not follow suit, play small.

With Ace, King, and more than one small, play small (and *see* below for subsequent play).

In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	♣ and one or more small.	Small.

Unless second hand plays King.

If second hand does not follow suit, and does not trump, play Ace; unless holding Knave or Ten, with or without others, when pass or play small. And,

In trumps, play small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	None of the suit.	Small of weak plain suit.

Unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Knave.	and two or more small.	Small then small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Knave.	and two or more small.	Small then small.

The same with Ace, and two or more small, unless King is played second hand.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Ten or Nine.	and two small.	Small then King.

If second hand does not follow suit to the Ten, or Nine, still play King, even though second hand trumps.

With Ace, King, more than two small, play small to Ten or Nine.

In trumps, play small to Ten, or Nine, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Ten or Nine.	and two small.	Small then King.

If second hand does not follow suit to the Ten, play small; but if second hand does not follow suit to the Nine, still play King, even though second hand trumps.

With King, and more than two small, play small to Ten, or Nine.

In trumps, play small to Ten or Nine, irrespective of number.

The same with Ace, and two or more small, unless King is played on Queen led. Also, if Queen wins the first trick, and Ten or Nine is next led, and is not covered, of course the third hand should not put on the Ace.

LEADER.	THIRD HAND'S CARDS.			PLAY.
Queen then small.	♢		and one small.	Small then Ace.

If second hand trumps the small card, play Knave.

With Ace, Knave, and more than one small, play small, then Knave.

In trumps, play small, then Knave, irrespective of number.

KNAVE LEADS.

LEADER.	THIRD HAND'S CARDS.			PLAY.
Knave.			and one small.	Queen and lead King.

Even if second hand trumps; and, second round, play King.

With Ace, King, Queen, and more than one small, play small.

In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.			PLAY.
Knave.	♡		and one or more small.	King.

If strong in trumps, play small, unless second hand covers.

If second hand trumps, play small.

In trumps, play small, unless second hand covers.

LEADER.	THIRD HAND'S CARDS.			PLAY.
Knave.	♣		and one or more small.	Small.

Unless second hand covers.

If second hand does not follow suit, and does not trump, play Ace.

In trumps, if second hand does not follow suit, play small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	and one small.	Queen.

Even though second hand plays Ace. And, second round, play King.

If second hand does not follow suit to the Knave, play small.

With King, Queen, and more than one small, play small.

In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	and one small.	Ace.

If second hand trumps, play small.

If second hand does not follow suit, and does not trump, the play of the third hand depends on whether the lead is from Knave, Ten, Nine, or from King, Queen, Knave. If the former, play Ace; if the latter, pass. To decide this, the leader's habit is the main guide (*see* Table of Leads, pp. 22 to 29).

With Ace and more than one small, play small, unless second hand covers (and *see* below for subsequent play). If second hand does not follow suit, play as directed in previous paragraph.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	and one or more small.	Small.

Unless second hand plays Queen.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	None of the suit.	Small of weak plain suit.

Unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave then King or Queen.	♣ and two small.	Small then Ace.

If second hand does not follow suit to the King led (after Knave), play small; but, if second hand does not follow suit to the Queen, still play Ace, even though second hand trumps.

With Ace, and more than two small, play small, then small.

In trumps, play small, then small, irrespective of number.

If Knave led is followed by Ten, the third hand, whatever his cards, does not attempt to unblock. If Knave led is followed by Nine, or Eight, the third hand should play to unblock, on the same lines as when Queen is followed by Ten, or Nine, bearing in mind that there is one other high card to be accounted for. Thus: With King, Queen, and two small, if Knave led is followed by Nine, the third hand should play Queen, to Nine, in plain suits, and third round should play King.

TEN LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	♢ only.	Ace and lead Queen.

If second hand trumps, play Queen.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	and one or more small.	Ace.

Unless second hand trumps.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	and one or more small.	Small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	None of the suit.	Small of weak plain suit.

Unless weak in trumps, and desirous of obtaining the lead; or, unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten then small.	♣ and one small.	Small then Ace.

If second hand trumps the small card, still play Ace. With Ace, Queen, and two small, play small, then Queen; but, if second hand trumps, play small, then small. On the third round, if leader plays small, third hand should play Ace.

With Ace, Queen, and more than two small, if second hand trumps, continue to play small.

In trumps, play small, then Queen, irrespective of number.

NINE LEADS.

With Ace, Queen only, play Ace, and lead Queen.

With Ace, Queen, and one or two small, play Queen to Nine. With more than two small, pass the Nine if strong in trumps.

With King, Queen, etc., the obvious play is the Queen; and with Ace, or King, and any number of small cards, the Ace or King.

With Queen, or Knave, and one, two, or three small ones, play Queen or Knave; but, with more than three small, pass the Nine, if strong in trumps.

With none of the suit pass the Nine, unless weak in trumps, and desirous of obtaining the lead.

PLAY OF FOURTH HAND.

The fourth player having, with a few exceptions, merely to win the trick, if against him, his play involves no further development of general principles.

The exceptional cases, where the fourth hand should not win the trick, though he can, or should win his partner's trick in order to

get the lead depends so much on the previous fall of the cards, that they can only be determined by the judgment of the player.

MANAGEMENT OF TRUMPS.

Lead Trumps when very Strong in Them.

With five or more trumps you are very strong. You should lead them with the object of exhausting the adversaries' trumps. With five trumps your chance of succeeding in this and remaining with the long trumps is considerable, and you have an excellent prospect of bringing in any long suit which you or your partner may hold.

Number being the principal element of strength, you should not be deterred from leading from five trumps simply because the fourth hand has turned up an honor. Nor should you lead from less than five trumps merely because an honor has been turned up second hand.

If you are very strong in trumps (*i. e.*, with a minimum of five trumps, one being an honor, or four trumps, two being honors), and have not the lead you can *ask for trumps* (*i. e.*, call on your partner to lead a trump), by playing an unnecessarily high card before a low one. Thus, if your partner leads King, Ace of a suit, and to the first round you play the Three, to the second round the Two, you have asked for trumps. Your partner is then bound to relinquish his game, and to lead trumps at once. If he has three trumps he should lead his highest, and then his next highest. If he has more than three trumps, his lowest, unless he has the Ace, when he should lead that, and then his lowest (*see* p. 63).

If your partner leads trumps or asks for trumps, and you have four or more trumps, you should *echo* by asking at the first opportunity (*see* p. 64).

You should lead from four trumps if you get the lead after the adversaries' hands are cleared of your strong suit, or so far cleared that you command it.

As a rule you should not lead from less than four trumps unless:

You have winning cards in every suit; or

The adversaries are both trumping; or

The game is hopeless unless your partner proves strong.

You should at once return your partner's trump lead, because he, by leading trumps, declares a strong game, and it is your best policy to second him, even if by so doing you abandon your own plans.

Do not Force your Partner if you are Weak in Trumps.

With less than four trumps you are weak. When weak yourself, you should not lead a card for your partner to trump; for, by forcing, you weaken him and run the serious risk of leaving the command of trumps with the adversaries.

Exceptions.—You may force your partner though yourself weak:

If he has already been forced, and has not afterwards led a trump; or

If you know him to be weak in trumps, as by his having trumped second hand; or

If you and he can each trump a different suit; or

When one trick from his hand wins or saves the game or a point.

The same considerations which make it inexpedient to force your partner when you are weak, show that it is advantageous to

Force a Strong Trump Hand of the Adversary.

For you thereby take the best chance of preventing his making use of his trumps for bringing in a suit. If he refuses to take a force, keep on giving it to him.

For instance, if he passes your King (led from King, Queen, etc.), and the King wins, continue the suit, and so on. Weak players never understand this; they do not like to see their winning cards trumped, and therefore frequently lead trumps when an adversary refuses to be forced.

It now hardly requires to be stated that it is bad play intentionally to force a weak adversary, and still worse to lead a suit to which both adversaries renounce, as the weak will trump, and the strong get rid of a losing card.

Play the Lowest of a Sequence when not Leading.

You naturally win a trick with the smallest card you can, or if you cannot win it, you throw away the smallest you have. By adopting a uniform plan, you enable your partner to tell what cards you hold. And it is found by experience that this information is of more value to your partner than to the adversaries.

Keep the Command of your Adversaries' Suit; get rid of the Command of your Partner's Suit.

You assume that the suit chosen for the lead by each player is his strong suit. By leading the winning card of a suit you assist in clearing it. This, of course, is to your advantage so far as your

partner's suit is concerned. But the reverse holds with regard to your opponents' suits. Here you want to obstruct the establishment of a suit as much as you can, and should therefore not only refrain from leading the commanding cards, but should keep second best and third best cards guarded with small ones, as long as you can.

If, however, the adversaries continue their suit, you should, as a rule, play the winning card of it in the second round, as the chances are it will be trumped third round.

This is the simplest rule for beginners. But there are various exceptions. Thus, if you have best and third best of a suit, and have reason to suppose the second best is to your right, you would play the third best. In trumps, also, if you are not desirous of stopping the trump lead at once, it is often right to pass the second round.

Discard from your Weakest Suit.

When not able to follow suit, you do no harm by throwing away from suits in which you are already weak; but if you throw away from a strong suit, you diminish its numerical power.

The same rule applies as to trumping second hand. If weak in trumps, trump a doubtful card, but not if strong.

There is one exception to the rule of discarding from the weakest suit. If the opponents declare great strength in trumps, as by leading or asking for them, you have no reasonable chance of bringing in a long suit. In such cases you must play on the defense, and guard your weak suits, discarding from your best protected suit, which is generally your long suit.

It follows, if your partner pursues this plan, that he will give you credit for weakness in the suit you first discard, when no great adverse strength in trumps has been shown, and he will refrain from subsequently leading that suit. But, if great adverse strength in trumps has been declared, he will assume you to be strong in the suit you first discard, and will lead that suit unless he has a very strong suit of his own.

Play to the Score.

All general rules are subject to this one. Thus, if one trick saves or wins the game, make it at once. For example: The score is Love-all; you have four tricks; the adversaries have shown two by honors; your partner opens a fresh suit of which you have Ace, Queen. The general rule is to play the Queen; but, as here one trick saves the game, you would generally be right to play the Ace.

The example is given for one trick; but you should always keep in mind how many tricks are requisite to win or save the game, or even a point, and play accordingly.

Watch the Fall of the Cards.

By observing the suits led by the different players, and the value of the cards played by each, and by counting the number of cards out in the various suits, especially in trumps, you will find that you will often know the position of all the important cards remaining in; and by means of this knowledge you will be enabled to play the hand, particularly toward its close, to the best advantage. You should begin by recording in your own mind the broad indications of the hand as it progresses; you will gradually acquire the power of noting even the minor features without any great effort.

You should draw your inferences *at the time.* Thus, if a King is led originally and you have the Ace of that suit, you should *at once* infer that the leader has the Queen; and so on for other combinations.

The following table gives some of the more important inferences:

Table.

PLAY.	INFERENCE.
Original Leader.	
Suit led.	Is his strongest.
Small card led.	Has not any combination from which a high card is led.
Ace led.	Has at least five in suit and has not King.
Ace then Queen.	Has Knave.
King led.	Has Ace or Queen, or both.
Queen led.	Has not Ace or King, but almost certainly Knave and Ten.
And so on through the whole list of leads.	
Plain suit led originally.	Is not very strong in trumps.
Leader, Second Round of a Suit.	
Does not lead winning card.	Has not got it.
Leads the second best.	Has the third best.
Returns partner's lead with a low card; afterwards plays a higher one.	Has more.
Returns partner's lead with a high card; afterwards plays a lower one.	Has no more.

PLAY.	INFERENCE.
SECOND HAND.	
Plays a low card.	His lowest, unless calling for trumps.
Plays a high card.	Has no more, or the next highest, or one of the combinations with which a high card is played second hand.
THIRD HAND.	
Plays Ace.	Has neither King nor Queen.
FOURTH HAND.	
Does not win the trick if against him.	Has no higher card than the one against him.
Wins with any card.	Has no card between the one he plays and the one against him.
SECOND, THIRD, OR FOURTH PLAYER.	
Any card.	Has not the one next below it.
Does not cover or win the trick.	Card played is his lowest, unless he is asking for trumps.
Any suit discarded.	Is weak in that suit, except great strength in trumps has been declared against him, when he is strong.
TRUMPS.	
Leads to force his partner.	Is strong in trumps, unless partner has already been forced accidentally and has not led trumps.
Refrains from forcing his partner.	Is weak in trumps.
Does not trump a winning card.	Has no trump or has four trumps and wants trumps led.
Trumps a doubtful card.	Is weak in trumps.
Does not trump a doubtful card.	Is strong in trumps, or has no trumps.
Plays unnecessarily a high card before a low one in any suit.	Is calling for trumps.

ASKING FOR TRUMPS.

This "ask" is indicated by your playing an unnecessarily high card; that is, on a trick won by Ace, third in hand, you as fourth

player throw the Six, and next round play the Two, or, as second player, play the Four, and then next round, drop the Two or Three. Thus asking for trumps means playing a *totally unnecessarily* high card, when by subsequent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card, or to protect your partner. If you hold Knave, Ten, and Two of a suit, as second player, you play your Ten, on next round you would play your Two, if this trick was won by a card higher than your Knave. Your partner must not assume, from the fall of the Two, that you have asked for trumps; you have simply played the proper card. If you wished to ask for trumps, with this hand you should play your Knave on the first card led. But your partner cannot tell until the third round of the suit whether you have or have not asked for trumps under the above conditions. Thus the play of the second hand must be watched carefully to note whether the card played is, or is not, a protecting card, and not an "ask". With fourth player there is less chance of mistake, for if the trick be already won, and he throws a Five or any other higher card, and next round plays the Two or Three, it must be an "ask". If the card led by the original leader be a high card, such as King or Ace, then the play of second player is not liable to be misunderstood. No player can ask for trumps by his lead.

The Echo.

As a sequel to the "ask for trumps", another system of play has been for some time adopted, by which, if your partner ask for trumps, you can inform him whether you hold four, or more or less than four trumps; that is, either to "ask" in trumps when they are led, or ask in some other suit after your partner has asked. This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick. The following may serve as an example:

Your partner holds Ace, King, Queen, and Ten of trumps; you hold Nine, Five, Three, and Two. Your partner has asked for trumps, and immediately after leads the Queen. On this you play your Three. He then leads King; on this you play your Two. He then knows you hold four trumps. He then leads Ace, on which you play your Five, and Knave falls from one adversary. Your partner now holds best trump, and could draw the remaining trump if it were in the adversary's hand; but you by the echo have told him it is in your hand. Had you not echoed, your partner would draw this trump, as he would conclude it was held by the adversaries.

DUPLICATE WHIST.

KALAMAZOO METHOD.*

Duplicate Whist is in no sense a new game; its only distinguishing feature is that the hands for the whole evening, or sitting, after having been once played, are played over again, or in duplicate. In the duplicate play, each player plays the hand that one of his opponents originally held. With this in mind, all misconception in relation to further details will be avoided.

Below is described an exceedingly simple and convenient device by means of which the duplicate play of any number of hands is accomplished.

FACE OF TRAY.

The above is a cut of a Whist tray. The tray is made of tar board or other suitable material covered with cloth or leather. Its size is 10 inches long, 9 inches wide. A rubber band extends from the middle of each side to a point directly toward the center of the

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tray. Only the ends of the band are fastened to the tray, allowing the middle portion to be raised above the tray and a hand of cards to be slipped under the band and held between it and the tray. In the center of the tray is an index pointing directly toward one side of the tray. Near one side of the tray are two stars.

How the Tray is Used.

The tray is placed in the center of the table with the side containing the stars toward the north. In this position the index in the center of the tray points to the player who is to lead, and therefore the immediately preceding player must deal. The trump is not turned, but one suit is declared trump for the evening. After the cards have been dealt, first player plays by laying his card face up on the table, placing it immediately in front of him, instead of in the center of the table. In turn the other players now play in the same way. The side winning the trick takes a poker chip from the center of table. (There should be thirteen chips in center of the tray representing the number of tricks.) Each succeeding round is played in like manner, the winner of the immediately preceding trick having the lead as in ordinary Whist. The cards of each round should be so placed as to exactly cover those of the preceding round, otherwise the cards of each round should be turned face down after the round has been completed.

After the hands of the first deal have been played each player takes up the hand he has just played, shuffles it, and slips it face down under the rubber band on his side of the tray. The chips are counted, and the result of the hand is then scored as described below. The tray is laid aside and another placed on the table with the side containing the stars toward the north, as before. Of course another deck of cards is necessary with which to make a new deal. Any desired number of trays having been thus used, they are returned to the table singly, bearing the original hands, which are now played over again. In returning a tray to the table, the side containing the stars is placed to the east or west. This accomplishes the exchange of hands, that is, gives to each player the hand that one of his opponents held originally. The index in the center of the tray locates the lead in the play of both originals and duplicates.

For convenience in keeping the score and for the purpose of comparing corresponding results of the original and duplicate play the trays are numbered 1, 2, 3, etc. The number is on the under side of the tray.

The duplicates are returned to the tables in irregular order, not consecutively; the numbers on the under side of the trays are not to be referred to by the players until the deal is played out. By this irregular return of the duplicates the players will not know which deal is before them, until reference is made to the number of the tray for scoring, consequently any recollection of the deal from the first play will be impossible.

The Score.

The score may be kept in any of the usual ways, but the score-card on the following page will show the method recommended for Duplicate Whist.

The numbers in the central column correspond to the numbers on the trays. On the left of this central column are columns for scoring the number of tricks won with both the original and duplicate hands by the players occupying the north and south sides of the table. The names of these players should be written in the blank spaces left for them above the columns. The columns on the right of the central column should be used for the score of the other two players. The players who score the greatest number of tricks during the whole play are accounted the winners.

It is well known that in the ordinary seven-point game of Whist one side may win the most games while the opponents make the most points; but it is not so well known, perhaps, that one side may make the most points while the opponents win the most tricks.

Two or More Tables.

It is evident that the same set of trays will accommodate two or more tables. Table 1 may play tray 1 and table 2 may play tray 2 at the same time. Then table 1 may play tray 2 and table 2 tray 1 at the same time. After each table has thus played trays 1 and 2, in the same way each may play trays 3 and 4, 5 and 6, etc.

If there are three tables, tables 1, 2, and 3 may play trays 1, 2, and 3, respectively, at the same time. Then tray 1 may pass to table 2; tray 2 to table 3, and tray 3 to table 1. After the three trays have been played in these positions, tray 1 may pass to table 3; tray 2 to table 1, and tray 3 to table 2. This method can be pursued until each of the three tables has played any number of times three trays.

In a manner entirely analogous, four tables can play any number of times four trays; five tables, any number of times five trays; six tables, any number of times six trays; etc.

Score Sheet for Duplicate Whist.

Table No...... *Date,*.....*189*

.....N. *vs.* .....E.

.....S. .....W.

SCORE NUMBER OF TRICKS MADE BY EACH SIDE.

Original Score.	Duplicate Score.	Total.	No. of Deal.	Original Score.	Duplicate Score.	Total.
			1			
			2			
			3			
			4			
			5			
			6			
			7			
			8			
			9			
			10			
			11			
			12			
			13			
			14			
			15			
			16			
			17			
			18			
			19			
			20			

With a limited number, say 2 to 4 tables, some one of the players, usually the host or hostess, performs the duty of passing and caring for the trays. To avoid confusion, one person should have entire charge of this service, neither soliciting nor accepting assistance from anybody else, and it is better, when convenient, to have this duty assigned to a person not in the play.

In Duplicate Whist very interesting contests between different clubs are easily arranged; any Whist company may be divided by lot, or by choice of two leaders, into two sides, and the result decided by the aggregate scores at all the tables. As an additional feature prizes may be awarded to the couple having the highest score.

Rules for Duplicate Whist.

Duplicate Whist is subject to the laws of the regular game in all cases except the following:

In the penalty incurred for a revoke, etc., the necessary points are deducted from the defaulter's score, and added to the opponents'; but the points can in no case exceed the number of tricks taken in that hand by the offending party, so that the limit of thirteen for one hand shall not be exceeded.

Again: If a player makes a misdeal, he must deal again, without incurring any penalty for it.

Special Caution.

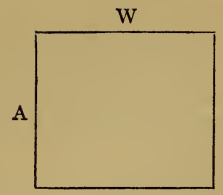
When more tables than one take part, do not make any comparison of scores until the game is over.

Cards should not be thrown down, claiming remainder of tricks because holding winning cards, but *hands should be played through*, one trick at a time.

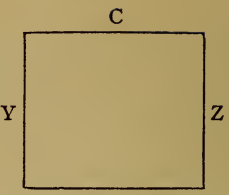
When a deal is played through, each player should immediately place his packet of thirteen cards in its place on the tray, before the scorers count and score the result.

DUPLICATE WHIST WITHOUT TRAYS.

Duplicate Whist may be played without the assistance of the trays, as follows: A, B, C, and D play against W, X, Y, and Z,—A and B *vs.* W and X in room No. 1, and C and D *vs.* Y and Z in room No. 2, sitting as represented in the diagram:



ROOM NO. 1.



ROOM NO. 2.

The deal starts at the same side of the table in each room, say A in No. 1 and Y in No. 2.

After the hand has been played, and scored, as already described, A and B, W and X go to room No. 2, where a similar process has been going on; C, D, Y, Z, of course, going to room No. 1. A occupies Y's seat, B takes Z's seat, W takes C's seat, and X takes D's seat, similarly Y takes A's seat in room No. 1, Z takes B's seat, C takes W's seat, and D takes the seat vacated by X. Thus each player plays the hand held originally by one of his adversaries.

After the play of the hand is completed, and the score marked, the cards are thrown in the center of the table as at ordinary Whist. A new deal ensues, and after being played the teams again reverse, thus resuming their original positions, and the play continues as before.

DUMMY WHIST.

This is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with these exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards; should he revoke and the error not be discovered until the trick is turned and quitted, it stands good, and the hand proceeds as though the revoke had not been discovered.

If Dummy's partner revoke, he is liable to the usual penalties.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some or all of his cards—or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

The whole policy of the assailants' game consists in leading through Dummy's strong suits, and up to the weak; the return of partner's lead being, in most cases, a secondary consideration.

This game eminently displays the rationale of some of the most important maxims at Whist; for example:

The expediency of leading a strengthening card to partner.

The benefit of pursuing an old suit in preference to a fresh weak one.

The importance of *placing* the lead.

The mischief of forcing the strong and weak hand indiscriminately; and the proper application of a thirteenth card.

The policy of retaining the command of the adversaries' suit.

DOUBLE DUMMY.

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special Law: There is no misdeal, as the deal is a disadvantage.

Each player and the two Dummies take the deal in turn, and are liable to all the laws previously stated.

Although cards will "beat their makers", the game of Double Dummy is more in favor of the best player than any other at Whist.

It undoubtedly is very instructive to the novice, and has been recommended by high authorities as the best mode of studying the game.

THE AMERICAN WHIST CODE.

The code adopted by "The American Whist League" differs from the English Whist Laws very materially. It is not, however, thought advisable to give the American laws here, because it is generally understood that the League intends to perfect the code at the next meeting of the Congress, and, if possible, render subsequent amendment unnecessary. The following are, at present, the principal points of difference between the two codes:

I. The American game consists of seven points. *Singles*, *doubles*, and *the rubber*, together with scoring by honors, have all been abolished.

II. The English Law 84, which provides for the consultation of partners as to penalty, has been expunged, and gives to the player

on the right of the offending party authority to exact the penalty (*see* Law 38, American code).

III. The American code provides that only a single penalty can be exacted for leading out of turn. The penalty adopted is calling a suit from either of the adversaries when it is their turn to lead (*see* Law 38, American code).

IV. No one is permitted to examine a trick after it is turned and quitted.

V. The American laws do not allow a player to ask his renouncing partner whether he has none of the suit led; or to inquire what the trump suit is.

VI. The trump card may be left on the table until just previous to the turning and quitting of the second trick.

VII. The phraseology of the English laws has been greatly improved, and the number reduced from 91 to 61. The laws relating to exposed cards are both comprehensive and clear, and are a great improvement on the English laws framed for the same purpose. Law 61 provides that "no conversation shall be indulged in during the play of the hand except such as is required or permitted by the foregoing rules". The whole code seems to aim at promoting silence during play.

Dick & Fitzgerald

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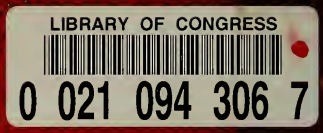
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